



Brockville February Freeze

Tournament Rules

OWHA Sanction No. 2425047

1. Teams are responsible for providing their most up-to-date OWHA OFFICIAL ROSTER by December 15, 2024, to the tournament convenor.
2. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
3. Hockey Canada and OWHA rules shall apply.
4. No player may play on more than one team in a tournament
5. The tournament schedule will be uploaded into RAMP and teams game codes will be found in their teams RAMP login.
6. All players participating in the tournament must be properly registered through the OWHA to play on the team with which they are listed or qualified to play by properly completing the Pickup Player/AP Section within RAMP.
7. Teams are responsible for ensuring they indicate players and bench staff participating in every game within RAMP as well as ensuring jersey numbers are noted (if not showing). Teams are also responsible for reporting any major penalties to stats@owha.on.ca within 24 hours following the game OR before your next scheduled game, whichever comes first. You must include the team's name and OWHA number, player's or bench staff name, infraction assessed, game date and time, and name of tournament.
8. All teams MUST be available to play **20 minutes** prior to the scheduled start time.
9. All U11-U18 games will consist of three periods (10-10-12 minutes) stop time. U9 divisions will consist of three periods (10-10-10 minutes) stop time.
10. The fast-start approach to games will be utilized for U11-U18 divisions. Timekeepers will set the clock at 13-minutes following the exit of the Zamboni. Officials will blow their whistles to indicate 1- minute remaining in warmup to notify teams to clear warm up pucks and report to centre ice. The clock will not stop following the warmup.

11. As soon as there is a 5-goal differential, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.
12. Two-minute penalties remain as two-minute (not 3-minute) penalties during run time. Penalty clock commences following the puck drop.
13. For any misconducts, game misconducts or match penalties received in the preliminary games, ten (10) minutes will be applied to the team's penalty minutes for the particular game wherein the penalty occurred.
14. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
15. Standings after the preliminary round will be calculated based on the points awarded as per Rule #14

In the event of a tie between teams at the end of preliminary play, the following criteria will be used to break the tie:

- a) Most wins in preliminary round.
 - b) Winner between the tied teams when they played head-to-head (does not apply if more than two teams tied)
 - c) Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". $TGF / (GF+GA) = \%$ (See Chart)
 - d) Fewest Goals Against
 - e) Fewest Penalty Minutes in preliminary round
 - f) Earliest Goal in preliminary round
 - g) Coin Toss.
- Follow Tie breaking rules in Order.

16. One - 30 second timeout will be allowed for each team ONLY during Semi-Final & Final games. There is NO TIMEOUT in Preliminary Round.
17. Semi Final & Championship games are played to a winner. In the event of a tie at the end of regulation time, a **Sudden Victory 5-minute overtime** (stop time) will commence. Teams will play 3 on 3 PLUS Goalies. Players can be changed at any time. Goalies may be "pulled" at any time and a substitute player from the bench may be used. If still tied, a shoot out will occur.
18. Shoot Outs: Teams do not change ends for Overtime or Shoot Outs. Each team must designate 3 shooters (S1, S2, S3) prior to the start of the game to the arena convenor and the players will shoot as listed as S1, S2, S3. Any player serving a penalty at the end of overtime will not be eligible to participate in the shoot out. All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box. Shooters from both teams will shoot at the same time starting at centre ice. All 3 designated shooters from each team will shoot. If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

19. On-ice official's decisions are final and not subject to appeal or grievance. The decisions of the Tournament Officials are final. No appeals will be allowed.
20. It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams are requested to vacate the dressing room 20 minutes or less after their game is completed.
21. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys.
22. House league teams are requested to bring pinnies or a second set of jerseys to avoid conflict.
23. In the event of a game cancellation due to inclement weather where both teams are unable to ice a team OR due to facilities breakdown or malfunction, we will first attempt to reschedule the game(s) within tournament timelines. If unable to reschedule the game(s), a score of 0-0 will be recorded. Tournament organizers are NOT responsible for unforeseen events resulting in cancellation of games
24. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), an administrative fee will apply. Please see the Tournament Withdrawal/Removal Policy and Credit Card Payments document posted at www.ggts.ca. The OWHA Tournament Withdrawal Rules apply for teams withdrawing within 28 days of the tournament start date.
25. **Championship Awards and Medals MAY be Presented Off-ice if deemed by Tournament Officials due to time constraints and will be presented at a determined location as required. We thank you for your anticipated support in this matter.
26. The Tournament Committee reserves itself the final word on the interpretation of the rules.

GOOD LUCK TO ALL TEAMS!!





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Overtime Rules for Semi-Final and Championship Games

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1. Semi final and Championship games are played to a winner. In the event of a tie at the end of regulation time a SUDDEN VICTORY FIVE (5) MINUTE OVERTIME (stop time) will commence.
2. One - 30 second timeout will be allowed for each team ONLY during Semi-Final & Final games.
3. Teams will play 3 on 3 plus goalies. Players can be changed at any time. Goalies may be "pulled" at any time and a substitute player from the bench may be used.
4. If a team is assessed a penalty, then play will be 4 on 3. If a team is assessed a 2nd penalty while 1st penalty has not expired, then play will be 5 on 3. If there is no whistle, it will be 5 on 4 when the first players gets out, and then 5 on 5 when the second girl gets out. It reverts to 3 on 3 once a whistle occurs.
5. If still tied, a shoot out will occur. Teams do not change ends.
6. Each team MUST designate 3 shooters (S1, S2, S3) prior to the start of the game to the arena convenor and the players will shoot as listed as S1, S2, S3.
7. Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shoot out. The coach must designate a shooter(s) to take her place(s) immediately at the end of regulation time.
8. All 3 designated shooters from each team will shoot. Shooters will shoot at the same time starting at centre ice.
9. Once a player has shot, they will go directly to the penalty box.
10. If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

